FULL METAL DAEMON

MURAMASA

装甲悪鬼 村正

LINER NOTES

Thank you for purchasing Full Metal Daemon Muramasa. The production team would like to thank you from the bottom of our hearts. We hope you'll continue to support Nitroplus!

*These notes are intended for players who have fully completed the story.
They may contain development anecdotes or other story spoilers.
We recommend you finish Full Metal Daemon Muramasa before continuing.

ユーザーの皆様、ご購入ありがとうございました。
楽しんで頂けているのであれば、奈良原無上の幸いです。

Story: Narahara Ittetsu

Thank you to everyone who purchased Muramasa. There is no greater happiness for me than to know that you enjoyed the experience.

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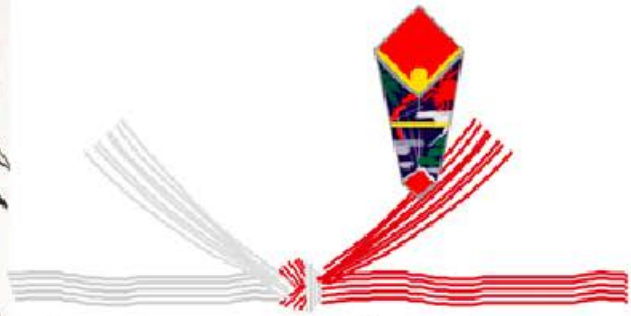
MURAMASA LINER NOTES



お買い上げ、有り難うゴザイマス

初原画でこんなに沢山の
キャラを描くとは思いませんでした。

ちょっと長いですが

隅々まで楽しんでいただければ
幸いです。

2009.10.30

Art: namanikuATK

Thank you for purchasing Muramasa. I never thought that my first game as lead artist would have so many characters. I know the game is a little long, but I hope you enjoyed every pixel of it.

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Mechanical Design: Ishiwata Makoto

Congratulations on making it to the finish line, even if you had to crawl through your own blood to do it.

There will (probably) be more tsurugi and characters in the future, so please stay tuned.

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2D Graphics Director: Yupon

Congratulations on finishing!

(I'm gonna go see the alpacas now…)

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2D Graphics: Ringokikku

Congratulations on reaching the end. Kanae left a big impression on me, so I drew this illustration of her. Getting the blood right was fun! Who was your favorite character? See you next game.

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2D Graphics: Shima Udon

Congratulations!

I wanted to see more of older Ichijo.

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2D Graphics: Ookuma Nekosuke

Thank you for your purchase!

(Subaru is the cutest!)

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2D Graphics: Horii

Congratulations on clearing the game!
I recommend taking another read through. Many lines might come across differently this time. Plus, I'm sure you want to get all the CGs!

"What? Are you enjoying this? Shotacon!"
"Yes!"
"Pervert!"
"Yes!"
"*#!@$!"
"YES!!!" (Ah!)
(Bottom caption) Censored

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2D Graphics: Yamada Uiro

Congratulations.
Need more nudes.
All I remember is Raicho.

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2D Graphics: Kinriki Manto

Missed the tackle this time.

Thank you all!

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2D Graphics: Tsuji Santa

Welcome to the world of SD Muramasa!
Hi. Tsuji Santa here. I felt kinda bad drawing this, seeing as I only did some coloring for the phone card art, but I just couldn't help myself. Muramasa's topknot thing is just too cute, don't you think?

村正 装甲悪鬼 MURAMASA

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2D Graphics: Mimori Shinov

Thank you for purchasing the game! This was a long one, so you must be pretty hardcore to have made it this far.

I'm guessing your demon resist score has increased by like 3.

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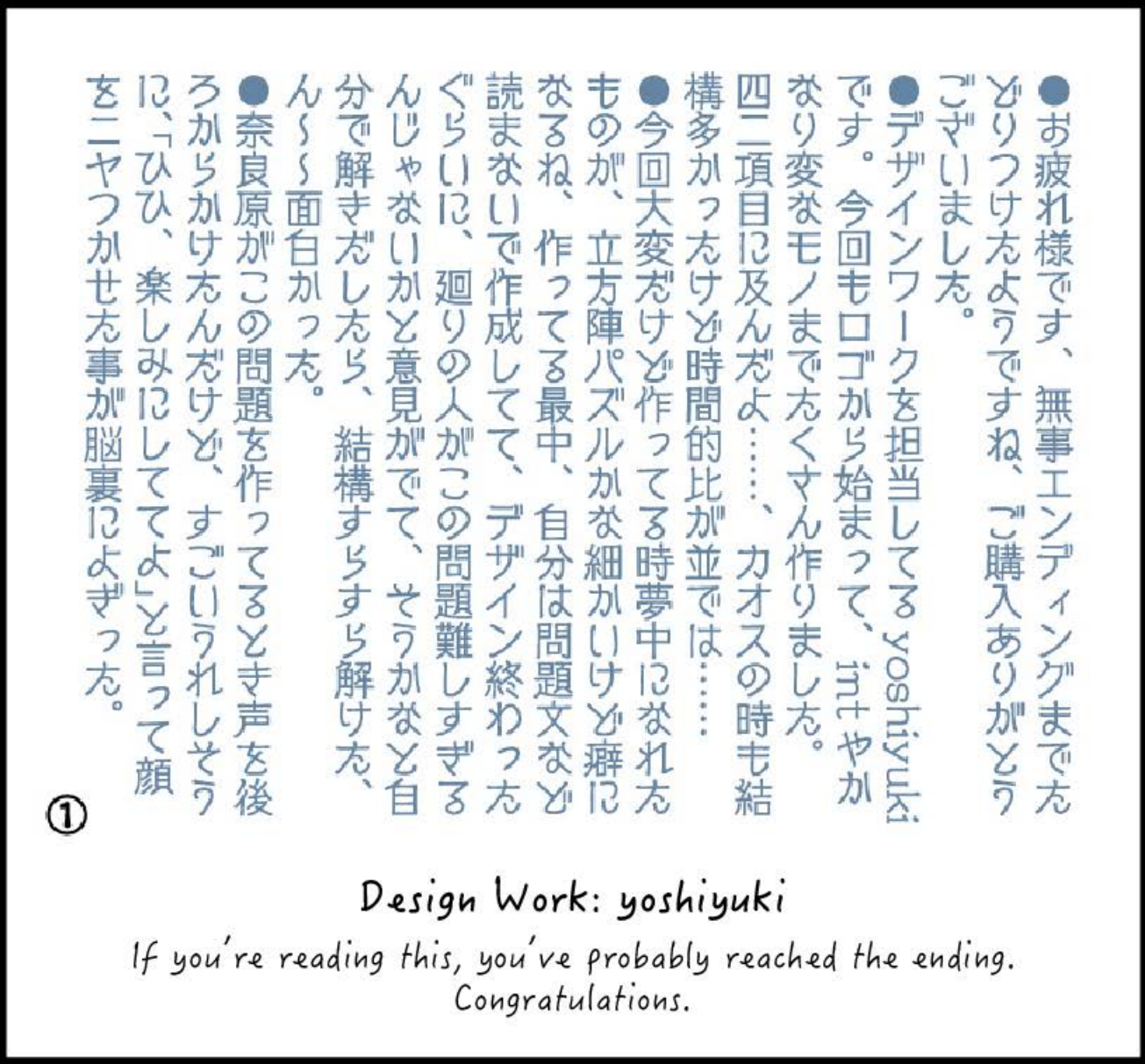
MURAMASA LINER NOTES



I was in charge of graphic design, from the logo and interface to all sorts of weird extras. 42 pieces in all. Still, proportionally speaking, it didn't take much longer than any other game...

One of the hardest pieces, and also one of the most engaging, was the magic cube puzzle during the final battle. I got so involved with putting it together that I didn't even read the actual instructions. When I was done, some people came up to me and said, "Isn't this going to be too hard?" But I didn't think so, and when I finally tried to solve it myself, it went pretty smooth. Good times.

Speaking of the puzzle, I remember when Narahara was planning it. I went up to him when he was hunched over his desk scribbling, and he turned to me and said with a cackle, "This is gonna be great!"

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MURAMASA LINER NOTES

●ちなみに文様テクスチャはヘルレイザーを意識してデザインしたのは紛うこと無し。他はツルギの戦闘コックピットは作っていて面白いな、バロウズとかアベンジは特徴がしっかりあるから作りやすかった。

●アベンジと言えば、操がツボだったかも、走行に夢中になった時の表情が、絶対キュピーンってなっていたはずだ！（そんな絵ないけど）結果的にまわされちゃうけど、えっちなシーンがあって自分は満足だったり、あれで、なんにもなかったら、もやもやしたママ、あうーな感じであった。

●それに某アニメに出てくるベリアOドールと漢字が違うヒロインと何故か脳内でかぶってしまって、「大丈夫、みさおが憑いてるよ！」ってフレーズがリフレイン……中の人違うだけどね。

……ん～。「こまだ」か（そこかよ！

②

Design Work: yoshiyuki

If you're reading this, you've probably reached the ending.
Congratulations.

By the way, if you were wondering whether any of the visual motifs were inspired by Hellraiser, the answer is yes. Absolutely. Oh, I also had a lot of fun designing the cockpits. With Avenger and Burroughs in particular, their unique designs made it easy to come up with something special.

Speaking of Avenger, I think one of my favorite characters was Misao. I imagine her eyes lighting up in the middle of a race, sound effect and everything. True, she got passed around by the sponsors, but I think I would've been disappointed if there hadn't been an H-scene.

I also started imagining Misao as that heroine from the anime with the burial dolls. You know the one. Same name, different kanji. I could just hear her saying that line, "I'm always by your side." Different voice actress, though. Hmm... Komada. (wut?)

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Design Work: yoshiyuki

If you're reading this, you've probably reached the ending. Congratulations.

Another character I really liked is the bandit captain. I don't remember her name, but I remember crying when she died.

Damn, this is long. Don't I have anything better to do?

(caption) Fight, Misao!

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3D CGI: Mr. K

I hope you enjoyed it.

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3D CGI: Aso-san

Thank you for your purchase.

"This is a story of ■■"
(title, bottom-right) Full Metal Daemon Princess Masamune

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3D CGI: Tsukina Kobo

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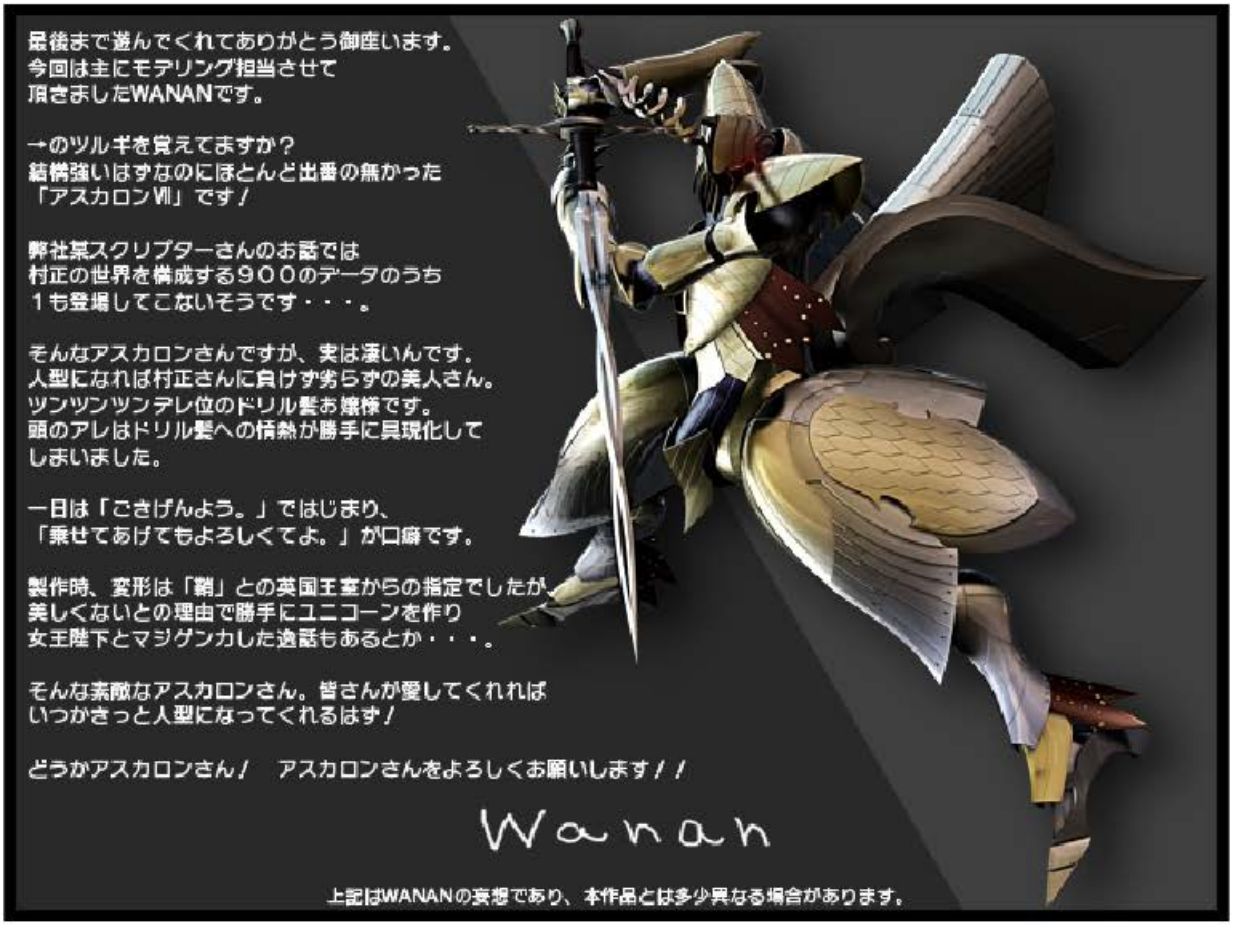

3D CGI: WANAN

Thank you for playing all the way to the end.

I'm WANAN. I worked on the 3D models for this game.
Do you remember this tsurugi? Seems like it should be pretty strong but barely makes an appearance? That's right, it's Ascalon VII!

According to one of our scripters, there are over 900 data points about Ascalon, not one of which made it into the game. So I thought I'd take this opportunity to let everyone know that Ascalon is actually pretty awesome. Her human form is every bit as cute as Muramasa's. Imagine a tsun-tsun-tsundere ojousama with drill hair, and you get the idea. Turns out the spiral horn on Ascalon's head was her way of keeping the drill hair faith.

Always prim and proper, her catchphrase is, "Well, if you insist, I *suppose* you can be my pilot." When the Royal Armory commissioned her forging, she was asked to make her unequipped form a sheath, but she made a unicorn instead and got into a big fight with the queen.

My point is that I love Ascalon. And if you love her too, maybe one day she'll take human form again! So please, join the fanclub!

*** WANAN**
(Note: Some or all of the details above are entirely in WANAN's head.)

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Project Manager: Moo

Congratulations on finishing the game!

Let this alone be said…

I HAVE TOO MANY WAIFUS!

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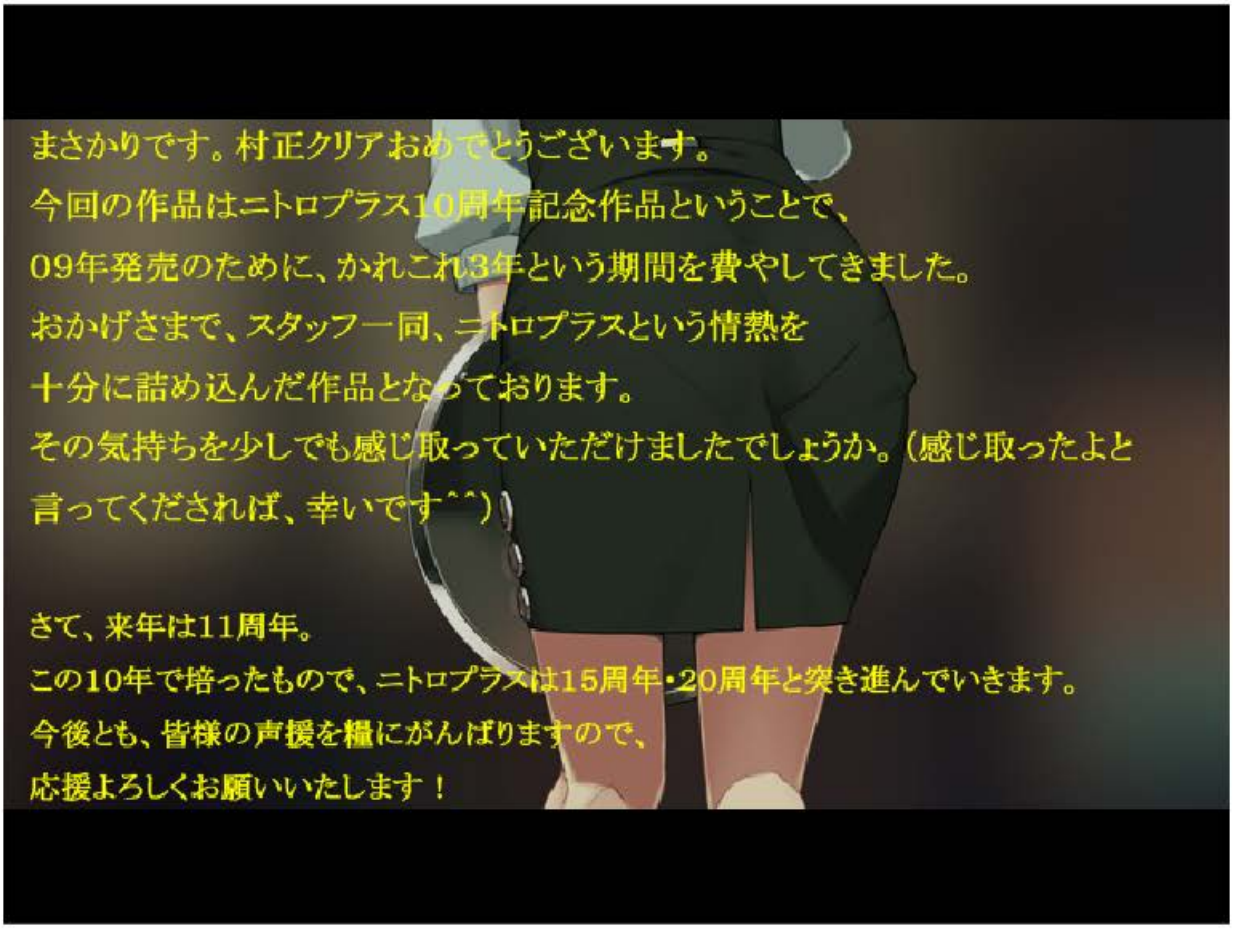

Assistant Project Manager: Masakari

Congratulations on finishing the game.

We spent three years making Muramasa the perfect game to celebrate Nitroplus's 10th anniversary. I hope you feel, as we do, that it exemplifies the passion and dedication we pour into each of our projects.

Next year marks our 11th anniversary. With all that we've learned and built over the last decade as our springboard, we intend to launch ourselves forward to our 15th, 20th, and beyond.

Your support keeps us going. Thank you!

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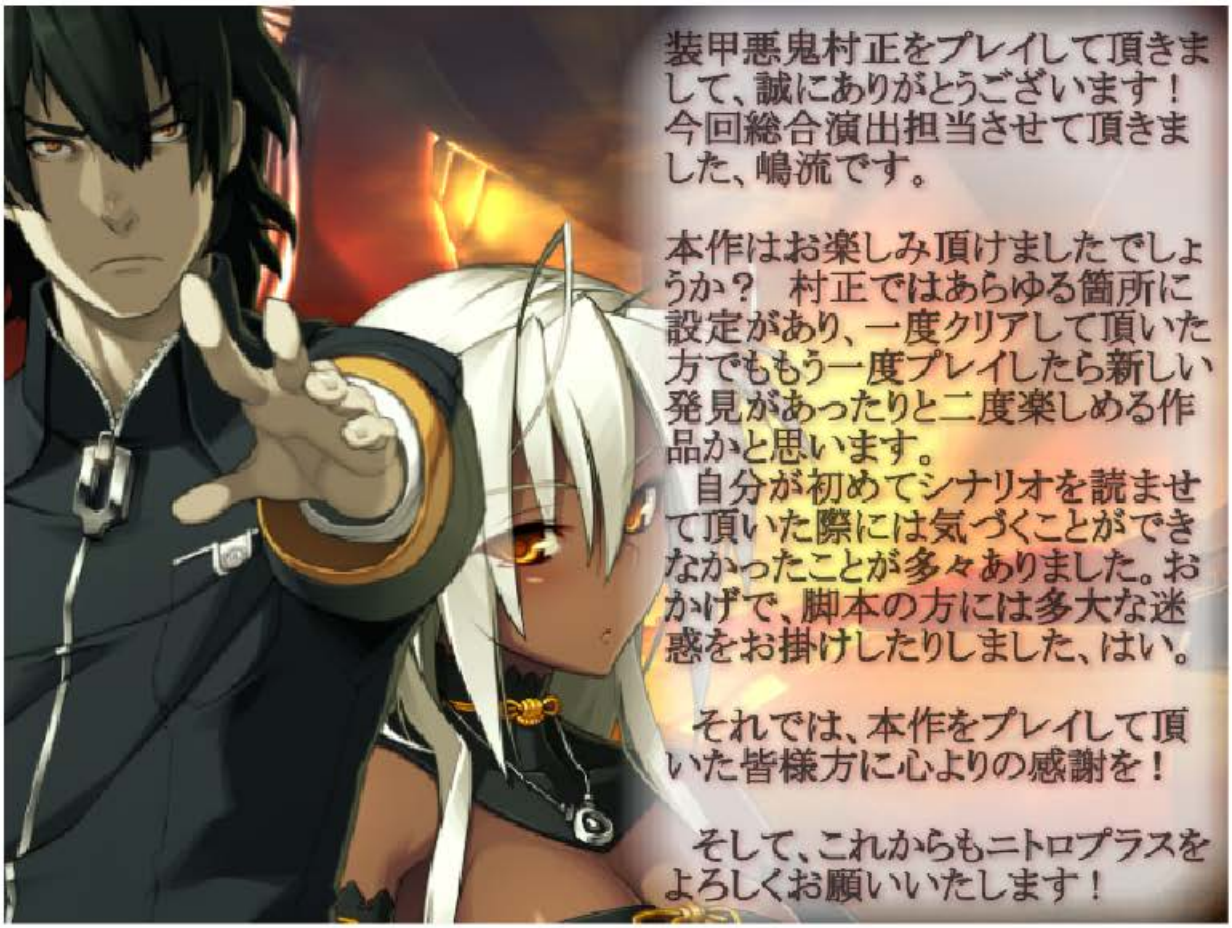
MURAMASA LINER NOTES



Staging Director: Shima Nagare

Thank you for playing Full Metal Daemon Muramasa!

I'm Shima Nagare, in charge of staging the scenes in the game.

Did you enjoy it? I hope you'll play through it again and look for all the details we worked into every scene. I think you'll discover a lot, and enjoy the game twice as much the second time around!

I myself missed a lot when I first read through the script. This led to quite a few misunderstandings on my part, but we got them sorted eventually.

Thank you again to everyone who played! And stay tuned for more from Nitroplus!

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MURAMASA LINER NOTES

Scripting: Akkyun

What did you think of the game? I'm probably playing it myself right this second!

And by it, I of course mean SRW NEO!

In all seriousness, I think Muramasa could get into SRW one day. I mean, Leaguer did, so why can't we?

Right, I should talk about Muramasa. So in terms of script length, it's about equal to Sumaga, but over ¼ of Muramasa's script is devoted to battle scenes. That's hardcore! For the scripting staff who have to put them together, I mean!

Wanna hear a secret? Around the beginning of the year, I messed up a scene, and Narahara went "Gonna kill you fool" and hit me with a Jeeg Breaker. Yeah, that was fun. I remember finally finishing the master and thinking "Ahh, freedom."

That's all for now. See you next game! Kazu'uchi for life!

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Scripting: Ogami Keichi

“We'll pursue him as-is!”
《Got it! ...Huh?》

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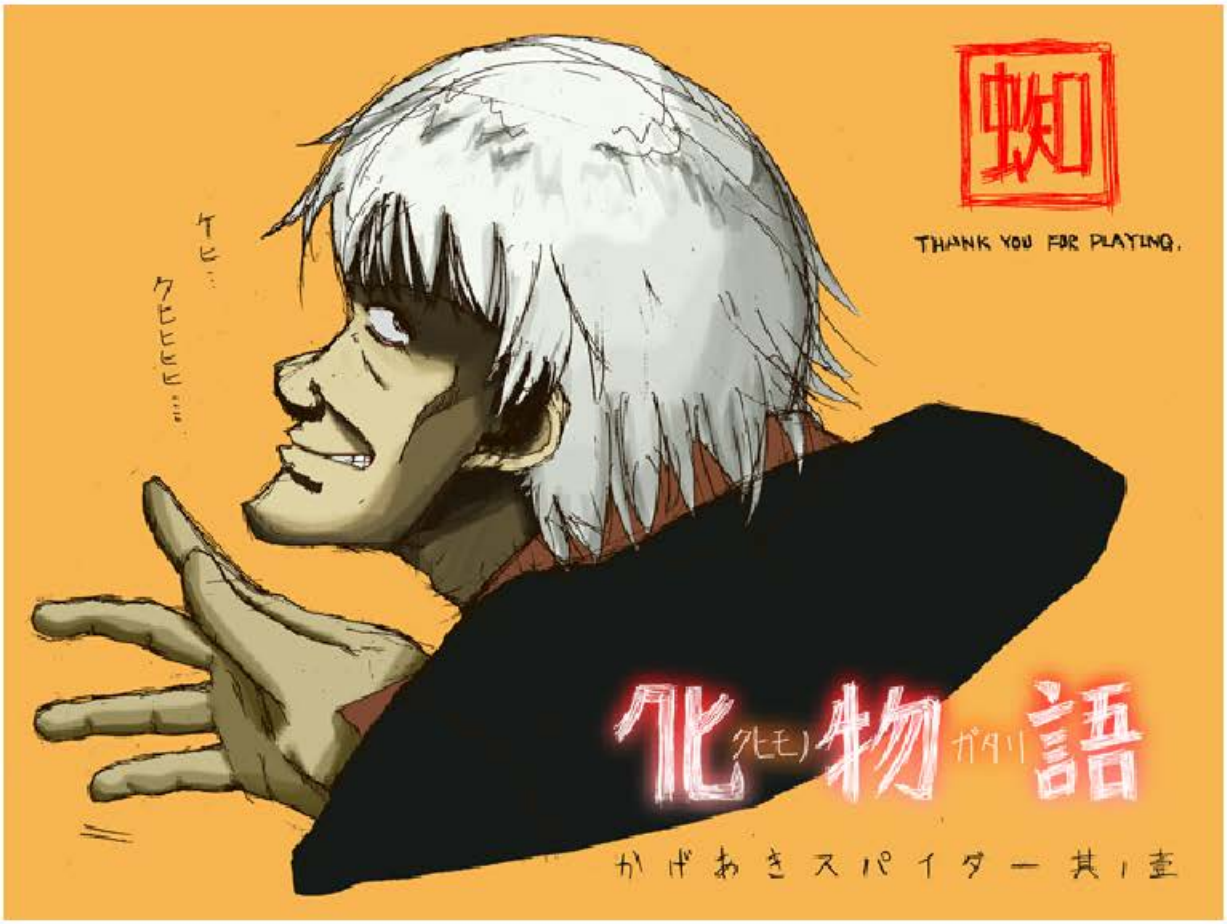

System Scripting: Toho Juppun

(title) Kehe!-monogatari
(subtitle) Kageaki's Spider Part 1

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Voice Director: Hageneya Jin

This is a story about good and evil, about love and hate, about life and death. But most of all, it is a story about beautiful fools, men and women who refuse to betray their Way, no matter what comes.

"To where do our souls go when we die?"
"I believe that we sink into eternal slumber, deep beneath the earth."
"I believe that we join the stars, there to shine forever."

I believe that we live on, as a wound on the hearts of those who remember us, one that will never truly heal. I hope this tale of demons is the same, a story that will bring you both pain and joy to recall.

For that is the Law of Balance!

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Development Support: Beyan

Congratulations! Now all you have to do is get the rest of the CGs!
Right? Right!?
If you're having trouble, here's a hint. Don't be afraid of
bad ends! Thanks for playing!

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MURAMASA LINER NOTES

Marketing Director: Haraguchi Toshiyuki

Congratulations on finishing!

I'm the marketing director, Haraguchi. Marketing is usually all I handle, but this time I was also in charge of actual publishing. And there were quite a few issues there, let me tell you.

What do you think of the limited edition?

When designing the limited edition, we wanted to go with something that matched the feel of the game. So we talked to the professionals, and eventually decided that a box of burnt paulownia would have the right old-school Japanese aesthetic. I hope you enjoy the slightly burnt smell. It reminds me of the embers of a bonfire.

For our tenth anniversary, we wanted to make a game that exemplified the best of Nitroplus. Every department, every staff member, put all their energy (and budget, lol) into this project, determined that players would lose themselves in a story that amazes at every turn; that you would marvel at the music and artwork, the ridiculous number of 3D models, and the retrocool interface; and most of all, that you would take something away with you when you were done.

This is the result of all that effort and dedication. So I hope you enjoyed, and will continue to enjoy, this examination of the warrior's way, viewed through the eyes of Minato Kageaki and the lens of the Law of Balance.

Last, I'd like to thank everyone who played this game, all the stores that collaborated with us, and everyone who gave their all to bring Muramasa to life.

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MURAMASA LINER NOTES

Marketing: Saka no Ue no Smith

I want you all to know how grateful I am at this moment.

Welcome to Smith's Thanksgiving Special!

Dear Everyone,
First, let me thank everyone who purchased this game. I know times are tough with the economy right now, so your support and passion mean everything to me.

Next, I want to thank game stores across Japan for their help promoting the game. There's nothing I enjoyed more than walking into a store and seeing a big Muramasa display, or hearing that preorders were rolling in.

I also want to thank the factories and printing workshops responsible for producing the physical product. Your professionalism and efficiency, your dedication to ensuring that not a single cover was marred by fingerprints or stray hairs, were an inspiration.

There's a lot more I could say, but it all boils down to one thing: I hope we'll all continue to enjoy Nitroplus together!

Sincerely,
Saka no Ue no Smith

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MURAMASA LINER NOTES

Marketing: Una

I want you all to know how grateful I am at this moment.

Hi, I'm Una! Congratulations on finishing Muramasa!

What did you think? You probably have a lot of feelings, but I bet one of them is a sense of accomplishment. I hope everything you felt will stay with you for a long time.

When I first learned about Muramasa, my initial reaction was that for a bishoujo game, that name was kind of... manly. In like, a middle-aged man kind of way. I wondered what it would be like to see this hard-boiled title in a store next to all the packages covered with cute girls.

Speaking of which, one of my fondest memories is of how cute I thought Ichijo was, and how surprised I was when she turned out to be such a badass. A girl that small who can kick a man's balls through his throat? What could be cuter?

Finally, I'd like to thank everyone who chose Muramasa out of all the many wonderful game releases this year. I'd also like to thank all the stores for their wonderful Muramasa displays. THANK YOU!

Here's to another ten years of Nitroplus.

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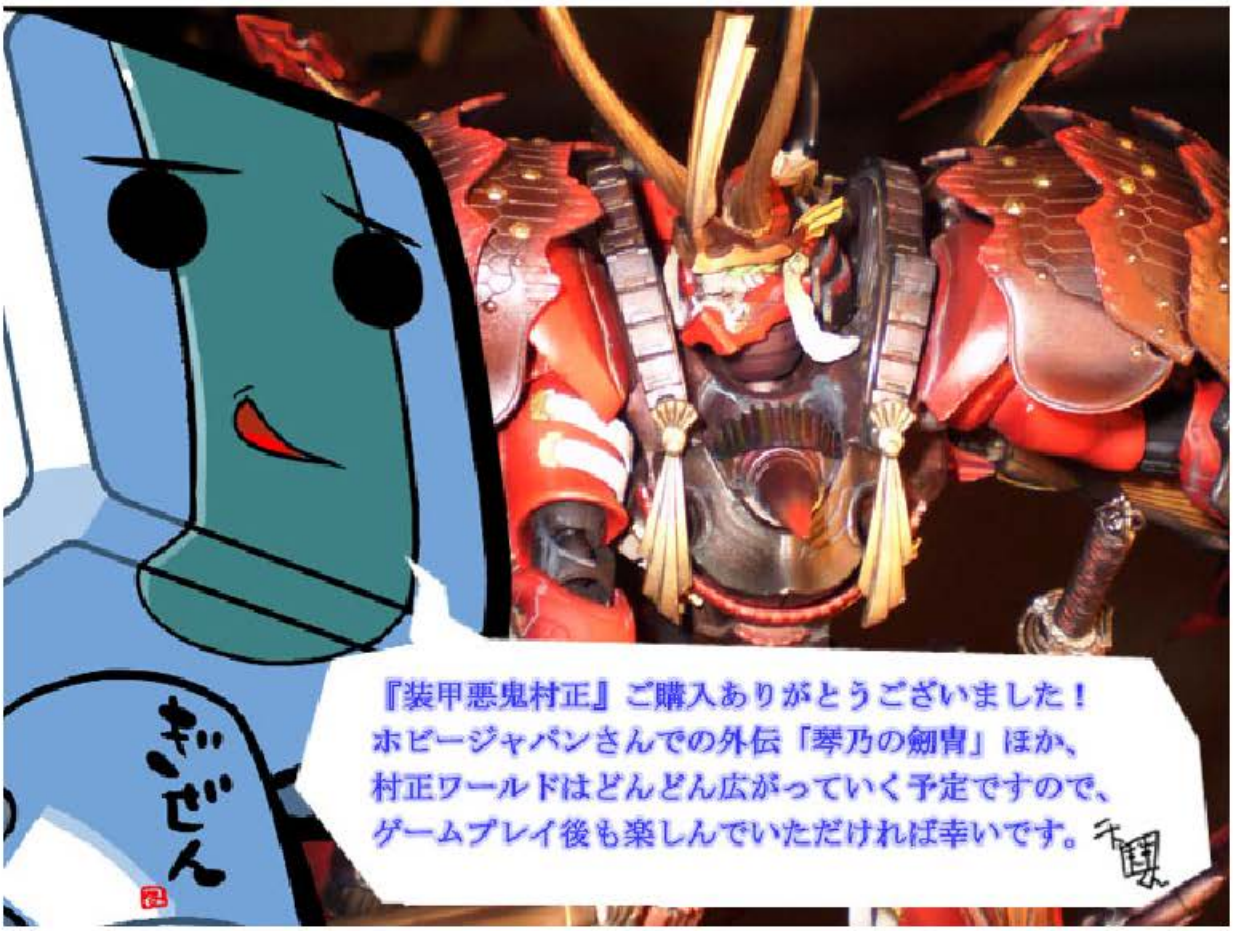
MURAMASA LINER NOTES



PR Director: Nitro-kun

Thank you for purchasing Full Metal Daemon Muramasa! We plan to keep expanding the world of Muramasa, such as with the "Kotono no Tsurugi" fanbook coming from Hobibox, so I hope you'll stay tuned and enjoy what's in store.

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PR Director: Sozai Tako San

Nice to meet you, everyone. I'm Sozai Tako. "Tako" means "octopus" and "sozai" means "side dish," but I won't be gracing your dinner table tonight! Just so we're clear.

Speaking of food, may I ask your preferred brand of castella?
.....
Hmm. I see. You still have a ways to go, it seems.

The true king of castella is, of course, Fukusaya (est. 1624). It's the flakiness of the crust at the bottom, you see. It simply cannot be beat.

Wait, where are you going! I'm not finished yet!

...Oh well. I'll just drown my tears in some tasty, tasty castella.

You know, tears actually go quite well with castella...
Wait! Is this one of those salty-sweet things that are all the rage these days!? From this day forth, I shall be known as Patisslere Tako!

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PR: SatoYuu

Thank you for purchasing Full Metal Daemon Muramasa. Look forward to the next ten years of games from Nitroplus!

装甲悪鬼村正
MURAMASA

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MURAMASA LINER NOTES

Web Design: Dentyu Robou

Thank you for playing Full Metal Daemon Muramasa.

Every staff member gave their blood, sweat, and tears to make a game worthy of our 10th Anniversary. I was in charge of the website, so I have a pretty good idea how much this project meant to you, our fans, as well. I hope it exceeded your expectations.

And the world of Muramasa is not finished yet. We plan to keep expanding, through webcomics, figures, fanbooks and more. So please, join us as our journey continues.

Finally, allow me to say...

MURAMASA IS MY WAIFU!

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MURAMASA LINER NOTES

Web Design: BUNTA

Congratulations on finishing!

6 DAYS TO RELEASE

Presented in Rokuharatechnic

Congratulations on finishing! I'm BUNTA. Thanks to Suzukawa and Kikumasa and friends, the web PR period felt like one long April Fools joke. I hope you enjoyed it.

The image above was for Softmap's 6-days-to-release promotion. It might be fun to stare at it while listening to the soundtrack.

The image to the left is a wallpaper I made. When I asked Nitro-kun if we could put it on the website, he almost beat me to death. So I put it here instead!

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Web Design: Azuma Satoru

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Editorial Design: Mzk

(title) For the silver screen: KING OF CRAWLIES
Beetles versus Arachnids! Who will come out on top!?

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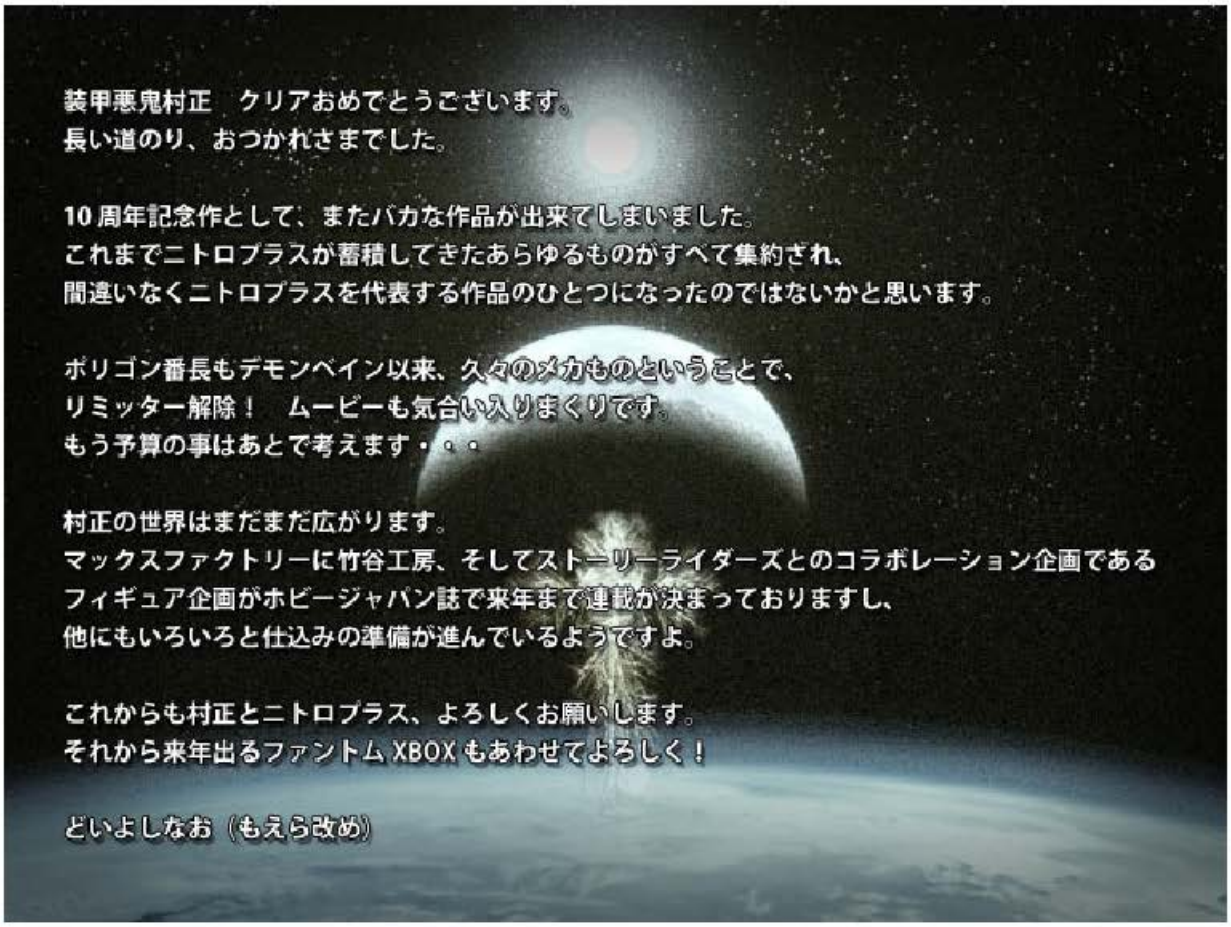
MURAMASA LINER NOTES



Managing Director: Doi Yoshino

Congratulations on finishing Muramasa. I know it was a long journey.

This game is a true masterpiece of madness, a culmination of everything Nitroplus has built over the last decade. I believe it will continue to represent Nitroplus for decades to come.

As this was our first mecha title since Demonbane, we cut our limiters and went all-out to make some awesome CG and video. We'll worry about the budget later.

The world of Muramasa will continue to grow, with figures, fanbooks, and more. I hope you'll stay with us. And don't forget about Phantom of Inferno, coming to XBOX next year!

Doi Yoshinao (aka Moera)

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MURAMASA LINER NOTES

Executive Producer: Digitaro

I believe that what's important isn't whether you're good or evil, but whether you have love in your heart. I want our works to be loved. Even if they're hated, too, we'll be all right as long as there's love.

Nothing would make me happier than to know that you loved Muramasa. That love will give us the strength we need to reach an even taller peak.

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